

## HowTo - GeoSetter with personal Google API key

This little guide describes the steps to get GeoSetter working with a personal Google API Key.

1. You need to visit the following website to obtain the personal API key:  
<https://developers.google.com/maps/documentation/javascript/get-api-key>  
Read the terms and conditions carefully, especially *API Usage and Billing*. You will need a credit card for successful completion of the process.
2. To replace the official API key, download the html file containing the key and store it on your local hard drive.  
Enter the following URL in your favorite browser:  
[http://map.geosetter.de/v3/map\\_google.html](http://map.geosetter.de/v3/map_google.html)  
You will see a blank page. Right click it and choose something like "show source code". Select all (Strg+A) and copy it to clip board (Strg+C).
3. Open a plain text editor like Notepad and paste the source code in (Strg+V).
4. Choose File -> Save as and enter a path you like, e.g. C:\Geosetter\map\_google.html
5. Now find the official API key at line 11 between "=" and "&" and replace it by your own key obtained in step 1:



```
Unbenannt - Editor
Datei Bearbeiten Format Ansicht ?

<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Strict//EN" "http://www.w3.org/TR/xhtml1/DTD/xhtml1-strict.dtd">
<html xmlns="http://www.w3.org/1999/xhtml">
<head>
<meta http-equiv="content-type" content="text/html; charset=utf-8" />
<meta http-equiv="X-UA-Compatible" content="IE=edge">
<meta http-equiv="expires" content="604800">
<title>GeoSetter Google Maps</title> <script
src="http://maps.googleapis.com/maps/api/js?v=3.14&key=AIzaSyDpMI6jmlJbH5d_YIH40F1DrYnpZhaiHY&libraries=geometry";></script>
<script src="json3.js"></script>
<script>
var map = null;
var geosetterVersion = null;

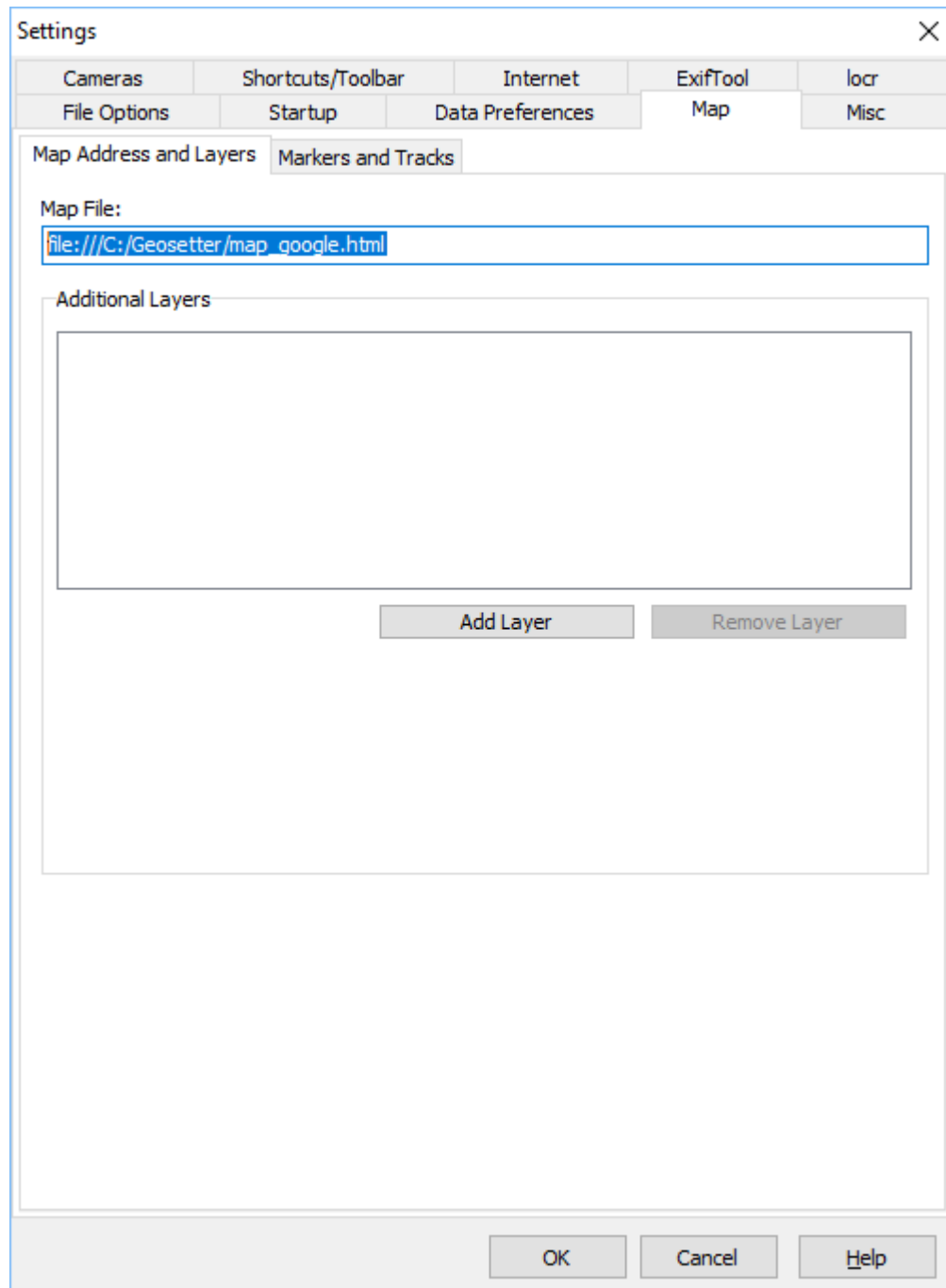
// Define a symbol using a predefined path (an arrow)
// supplied by the Google Maps JavaScript API.
var lineArrowSymbol = {
  path: google.maps.SymbolPath.FORWARD_CLOSED_ARROW,
  scale: 4,
  strokeWeight: 3
};

function createMarkerRed(point, ADraggable) {
  var iconFile;
  if (geosetterVersion > "3.9")
    iconFile = 'img/marker_red4.png';
  else
    iconFile = 'img/marker_red.png';
  var marker = new google.maps.Marker({
    position : point,
    draggable : ADraggable,
    icon : {
      url : iconFile
    },
    zIndex : 2001
  });
};
```

6. Enter a new line after line 9 and insert the following tag:  
`<base href="http://map.geosetter.de/v3/">`

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Strict//EN" "http://www.w
<html xmlns="http://www.w3.org/1999/xhtml">
<head>
<meta http-equiv="content-type" content="text/html; charset=utf-8" />
<meta http-equiv="X-UA-Compatible" content="IE=edge">
<meta http-equiv="expires" content="604800">
<base href="http://map.geosetter.de/v3/">
<title>GeoSetter Google Maps</title> <script
src="http://maps.googleapis.com/maps/api/js?v=3.14&key
<script src="json3.js"></script>
<script>
var map = null;
var geosetterVersion = null;
```

7. Save the file (Strg+S).
8. Now GeoSetter needs to find and use the prepared file.  
Open GeoSetter, choose File -> Settings -> Map -> Map Address and Layers. Enter the path to your prepared file in URL notation in the Map File field, e.g.:  
[file:///C:/Geosetter/map\\_google.html](file:///C:/Geosetter/map_google.html)



9. Click OK and you're done.  
Enjoy GeoSetter with clear map!